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Date : / /
Page No.:

CNL-11

Q.1. Explain Routing protocol:

→ 1. It specifies how router communicate with each other discriminating info that enables them to select router bet^n any 2 nodes on CN.

2. Routing algo determine specific choice of route.

3. Each route has prior knowledge only of network attached to i directly.

4. Routing protocol shares this info 1st throughout network

5. Routes gain knowledge of topology of network.

Q.2. Explain architecture of AODV.

→ 1. AODV protocol is reactive MANET routing protocol, means i discovers route to destinat^n only, when required.

2. The algorithm in similar to distance vector algo th has been adapted to work in mobile environmen

3. Routes to destination host are discovered on device i.e it determines route to same distination only whe any node wants to send a data packet to the destination.

4. 2 nodes are said to be connected if they can communicat directly using their radio signals.

5.

AODV

Type Flag Reserved Hopcnt

Broadcast_id

Dest_addr

Dest_sequence #

source_addr

Source_Sequence#

Date : / /
Page No.:

Q.3. Explain network simulator tools

→ 1. Network simulator is software that provides behaviour of CN.

2. Communicat^n networks have become too complex for traditional analytical methods to provide an accurate understanding, network simulator are used.

3. In simulators, computer networks is modulated & with devices, links, applications, & performance is analyzed.

4. Simulator come with support for most popular technolo & N/W in use today such as wireless sensors.

5. Networks, wireless LANs, mobile Ad-HOC networks, vehicle ad-HOC network, cognitive radio, networks, LTE/LTE adv netwo IOT's are some of popular tech. used today.

6. Most of commericial simulators are GUI drivers while some bet^n simulators are GUI drivers.

7. They use discrete events simulator in which a list of 'events' that are pending is stored & those events triggering texture events such as events of arrival of packet at one node triggering event of arrival of that packet of downstream node.